

LISTING OF CLAIMS

1. **(currently amended)** An apparatus for storing and collecting arcade game data comprising:
 - a game processing system for a multiple player game comprised of a plurality of unit controllers;
 - a data output system in electrical communication with said game processing system; and
 - a data collection unit having a data collection device, said data collection unit in wireless communication with said data output system,
 - wherein said data collection unit is actuated by a game attendant for the entry of at least a portion of said arcade game data.
2. **(original)** The apparatus of claim 1 wherein said data collection unit communicates game accounting data to and from said data output system.
3. **(previously amended)** The apparatus of claim 1 wherein said game processing system further comprises:
 - a main controller.
4. **(original)** The apparatus of claim 3 wherein said game processing system further comprises a clock.
5. **(previously amended)** The apparatus of claim 1 wherein said data output system comprises:
 - a processor;
 - a plurality of I/O ports;

memory; and

a communications port.

6. **(original)** The apparatus of claim 5 wherein said communications port uses infrared, radio, or serial data transmissions.
7. **(original)** The apparatus of claim 5 wherein said communications port uses standard Infrared Data Association (IrDA) compliant communications.
8. **(original)** The apparatus of claim 5 wherein said data collection unit communicates game accounting data to and from said data output system through said communications port.
9. **(currently amended)** An apparatus for storing and collecting arcade game data comprising:
 - a game processing system for a multiple player game comprised of a plurality of unit controllers;
 - an output processing system in electrical communication with said game processing system;
 - a data output system in electrical communication with said output processing system; and
 - a data collection unit having a data collection device, said data collection unit in wireless communication with said data output system,
 - wherein said data collection unit is actuated by a game attendant for the entry of at least a portion of said arcade game data.
10. **(original)** The apparatus of claim 9 wherein said data collection unit communicates game accounting data to and from said data output system.

11. **(previously amended)** The apparatus of claim 9 wherein said game processing system further comprises:
 - a main controller.
12. **(original)** The apparatus of claim 11 wherein said game processing system further comprises a clock.
13. **(original)** The apparatus of claim 9 wherein said output processing system is implemented via a micro controller or via a personal computer.
14. **(previously amended)** The apparatus of claim 9 wherein said data output system comprises:
 - a processor;
 - a plurality of I/O ports;
 - memory; and
 - a communications port.
15. **(original)** The apparatus of claim 14 wherein said communications port uses infrared, radio, or serial data transmissions.
16. **(original)** The apparatus of claim 14 wherein said communications port uses standard Infrared Data Association (IrDA) compliant communications.
17. **(original)** The apparatus of claim 14 wherein said data collection unit communicates game accounting data to and from said data output system through said communications port.
18. **(currently amended)** A method for operating an accounting system for arcade game data comprising the steps of:

operating an arcade game having a game processing system for a multiple player game;

storing game accounting data at said game processing system;

establishing wireless communications between said arcade game and a data collection unit having a data collection device;

manually entering at least a portion of said game accounting data into said data collection unit;

collecting said game accounting data onto said data collection unit;

storing said game accounting data on said data collection unit;

processing said game accounting data on said data collection unit; and

allowing uninterrupted performance of game play from said arcade game during said collection of game accounting data.

19. **(original)** The method of claim 18 further comprising actuating a device to indicate the award of a corresponding prize from said arcade game.